

THE IR – RUNE

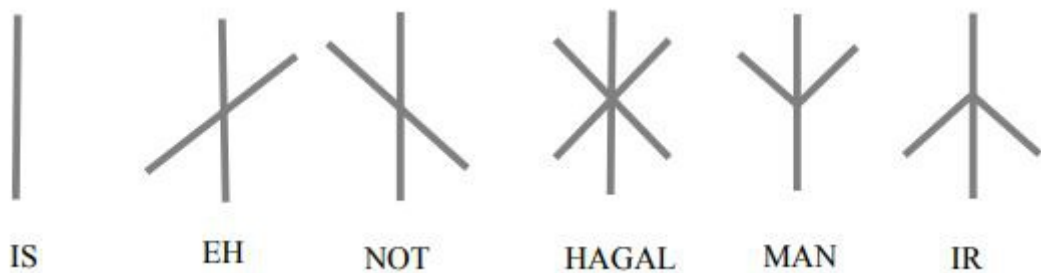
FEMININE POWER AND WORLD HEALING

"I know one sixteenth, when I want to attain love lust from a smart maiden: I alter the reason of the white-armed virgin and change all of her state of mind"

16th verse of the magic song (EDDA)

Runes are holy creatures, intelligent streams of vital energy, which by means of their different alignments and angular relationships achieve their variety of meaning and effects. Our holy original runes, so simply a few strokes on a sheets of paper to the ignorant may seem, are valuable helpers, signposts and bringers of salvation to us, when used correctly. A basic distinction must be made here:

1. **vertical fine force flow**, expressed by the vertical rune lines (Ex. IS - Rune)
2. the connection of **two crossing force currents** (i.e. EH and NOT)
3. the **merging of three sources of power** (i.e. HAGAL, MAN, IR)



The respective power currents of all runes can flow in BOTH directions, depending on how the wearer/creator charges them with his mind. Let us take as an example for simplicity's sake the IS rune. The user can set the current direction himself, either from top to bottom or from bottom to top, depending on what is most useful to his intended goal.

If the uninformed person deals with the runes for the first time, he will remember the basic meaning of those runes, that are easy to decode in their meaning and effect. That is why the EGO quickly generates evaluations of certain runes, some appear more likeable than others from the beginning, easy to understand and remain in the memory for a long time. For example, TYR and SIG are often

thought of positively throughout and runes like NOT and IR, are avoided like the devil the holy water, because of its apparently negative effect. This is definitely a discrimination and injustice resulting from inattention and convenience, against the sanctity of ALL our runes, which has to be corrected.

Our 18 original Runes are POSITIVE in their entirety. Not one single rune of the runes shown in our HOLY-Futhork, although they are different in effect and meaning, is inherently negative or even

destructive in its pure form. Who could seriously think, that our ancestors connected with the ALL-spirit would have repeatedly eternalized bad things in our homeland on stone, wood and MIND? Everywhere it seems to be known, that runes can be negative in their effect through their inversion or axis shift. Now the attention of the individual seems to be overstrained here already, since now every reverse rune, including NOT and IR, is rated negatively. Even if some naive voice appeasingly claims, that negativity also belongs to our universe and may also sometimes be a trigger for positive things, one is well advised to have a more precise look at this deception.

Here the IR rune will be considered separately. MAN is considered the sign of mankind and at the same time the rune of man and life. MAN is thoroughly positive in its evaluation. It represents the symbol of the rising, the God-MAN, the SUPERHUMAN and spiritualization. IR on the other hand cuts comes of very badly in many evaluations in comparison to MAN, because of its name and the supposed inversion. It is considered a rune of the woman, of IRRE (german for madness), of being bound to matter, death and transience. Now no book about runic lore has so far mentioned, that the falling of MAN (i.e. MAN rune lying on its side) seems to have the same negative meaning than our holy IR rune. This is not the case. **IR is NOT the demonium of MAN!**

IR, if it can be assigned to the woman, is probably the most misunderstood rune of all. It guides, according to its powerful meaning, everyone into the IRRE (madness), who is not worthy of its holiness and power. On closer inspection, IR resembles an IS rune with ascending arrow, equal to TYR. What makes this rune in its composition so special?

This incomparable, runic powerhouse was regarded in past millennia as a holy symbol of protection against any troublemaker, as a sign of the female CLAIRVOYANCE (often misunderstood as IRRE/madness!), and as a bridge between the otherworldly and this earthly realm. This meaning is not only related to the ability of the woman to bear children, but also, and above all, to the ability of a bright, pure woman to get in contact with deceased and otherworldly beings.

IR provides the necessary roots to move back and forth in a straight line over these dimensions bridges, without losing the anchoring. It unites the power of IRtha from three energy streams of the extremely powerful Norns of Fate, Urda, Werdandi and Skuld, and then transmits this power in a straight line to the sublime target of the bright woman.

More energy can hardly be tapped into anywhere else. **IR presupposes MAN. It transfers like no other rune the triune power of IRTHA straight into infinity into the heaven!** TYR serves the limited target especially well, IR on the other hand is the never ending ascent with the benevolence and strength of the three original women. In addition, the three holy and honorable norns Urda, Wernandi and Skuld, have not only got the power to redirect the fate of the ONE and to dissolve it within themselves, but also that of their folk, if there is one left nowadays, that they call theirs.

Another hint to the power of the IR rune, can be found in the 16th verse from the EDDA magic song. So, the wise man turns the young maiden into a lustful and powerful woman, he hands her the IR-rune. **The IR rune awakens in the innocent (free from the energies of the murder of innocents!), pure woman her true power and unleashes not only her sexual power, which in turn benefits man AND woman, but with this also manifold supernatural abilities.** IR allows the young maiden to become a splendid woman.

In summary it can be stated, that too often unfortunately the reversal effect, the demonium of MAN, is confused with the true meaning of IR. Not greed and envy, misdemeanor, death and

attachment are inherent in the powerful rune. These reversal properties only develop, when used in impurity, since no other rune is so closely connected with the Norns of Fate, which (have to!) send every unworthy guest into calamity.

If MAN encloses the IR rune in a circle, the rightly satanic PEACE symbol appears. The circle creates the evil, it directs the power streams on a path without a goal and with no way out, which has destructive consequences for the wearer and creator. A similar ill feeling arises, if one looks at the **Q**. **Circles do not exist among the holy characters and this with good reason**. The Q is particularly vicious, it directs relatively upright, free energy (the awakening spirit) in a circle back to its entry point, which serves as an entrance but not as an exit. Now everyone may add the pieces together.

HEIL und SEGEN
:hera

